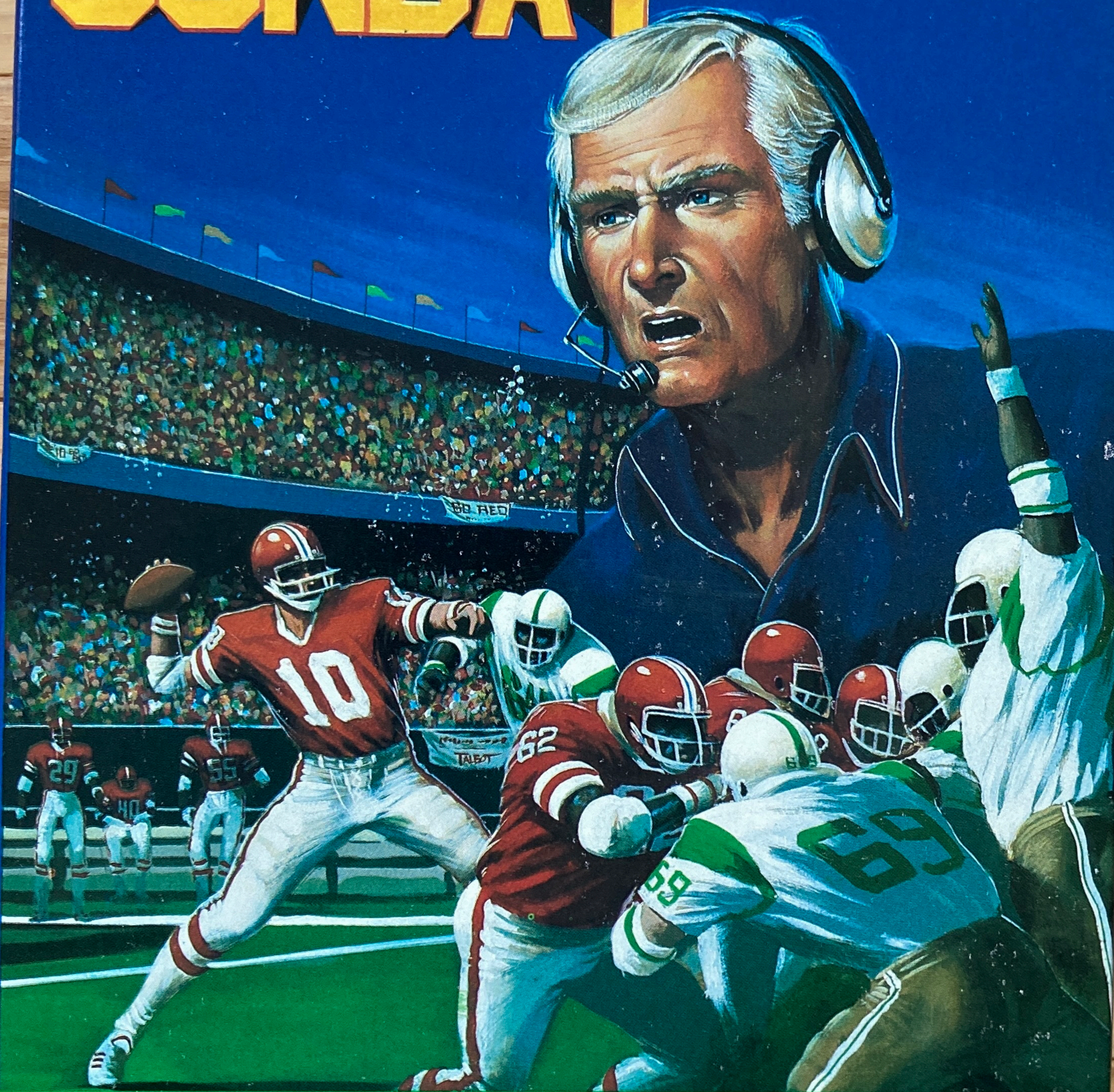


SUPER SUNDAY

1985
SEASON



SUPER SUNDAY IS THE AVALON HILL GAME COMPANY'S TRADEMARK FOR ITS COMPUTER FOOTBALL GAME
#48852B

**1985 Season Teams Disk
for Apple® II Family**

(Ownership of Super Sunday master game
#48852 is required to play)



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Resolved at Last!

The Greatest Super Bowl Team of All Time!

(FOR US TO KNOW . . . AND YOU TO FIND OUT!)



Find out for yourself which football team was the best ever. Find out who were the really best coaches . . . and who were the bums. Find out who were best under pressure. Was it the Colts' Johnny Unitas, Joe Thiesmann and the Redskins or the Jets' Joe Namath, or maybe it was Packer coach Vince Lombardi who made the difference after all? Super Sunday sets the stage for YOU to take control. Here YOU can call the plays, plan the strategy and maneuver the real-life players. Who knows, you might make a great coach.

Now YOU Get that Chance!

Super Sunday gives you the 20 greatest Super Bowl teams of all time, computer analyzed to perform with proper guidance, just as they did in real life. In Super Sunday you can match up any team against any other regardless of year . . . here's your chance to resolve once and for all who the best of the best really is.

Three Modes of Play!

Super Sunday is really 3 games in one; you can play head-to-head against another live opponent in the 2-player version . . . or play solitaire against the computer programmed to react to your strategy . . . or set the computer on autoplay and watch the computer play against itself.

Regardless of which version, you will be amazed at the graphics. This is the only statistically authentic game to give you all 22 players on the screen at once going through the actual play in animated action.

The Greatest Super Bowl Team Is . . .

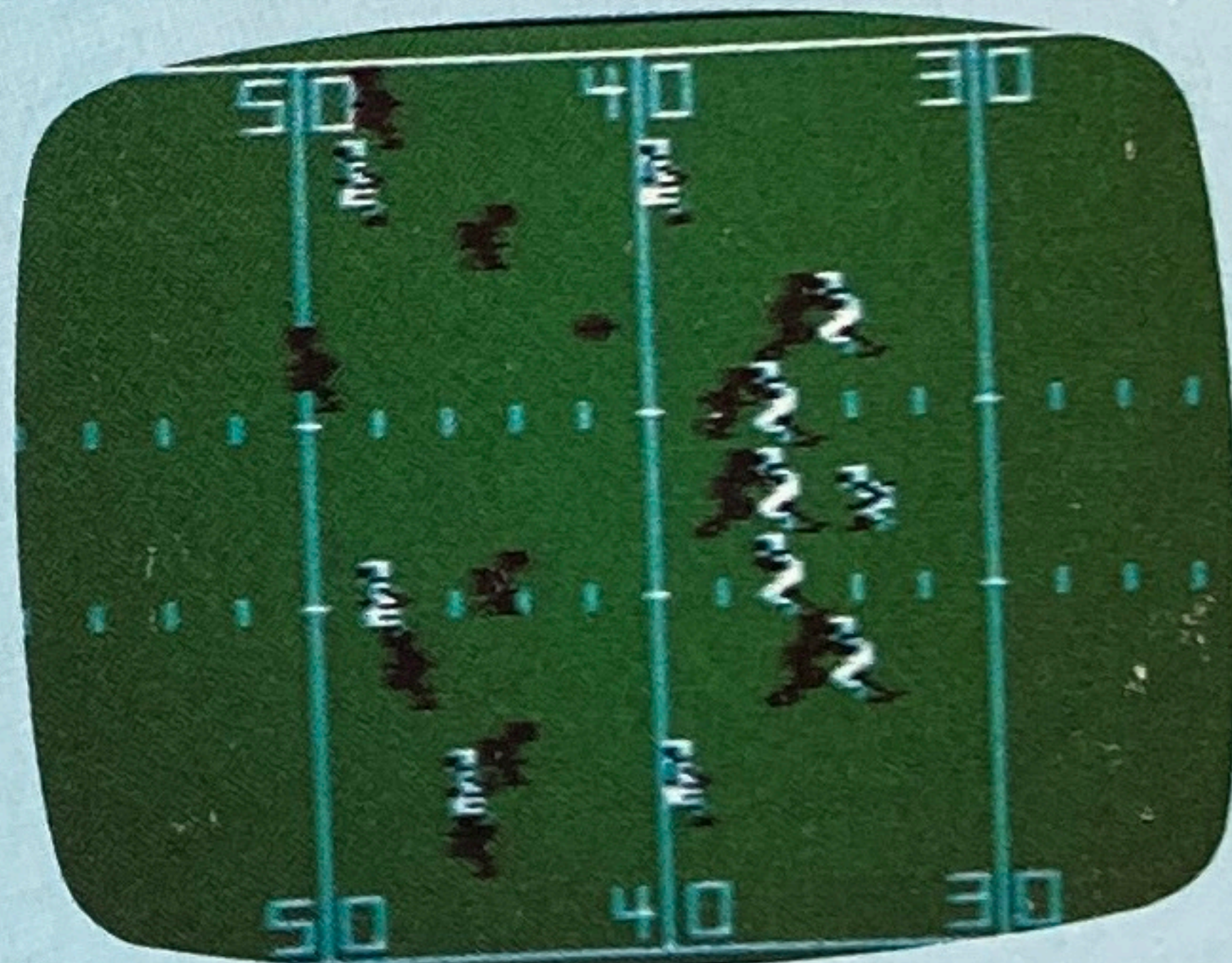
We're not giving away any secrets—just set your game on autoplay and you might get the answer. But, if you think you're a coaching genius, by playing the other versions you might change history after all. Super Sunday challenges you to do just that!

Super Sunday by Quest Inc.

Here's Everything You Get:

- ★ **20 Super Bowl Teams** including all the players' names and positions (press the "L" key and you see the strengths of each offensive vs defensive matchup based on seasonal performances).
- ★ More than a dozen **offensive and defensive plays** to choose, giving YOU control over which players do what.
- ★ Individual players' performances and statistics are updated throughout the game. You can view them during and after the game on your screen or keep permanent records using the printer option.
- ★ Your brilliant play re-enacted by **all 22 players** on the screen.
- ★ **Three modes of play:** head-to-head, solitaire and autoplay.

Full-screen
re-enactment
of all your plays!



Contains **1985 Season Teams Disk** for Apple® II Family. (Ownership of Super Sunday master game is required to play.)

All the statistics
for 20
Super Bowl Teams!

ENTER QUARTERBACK

NAME	ATT	YDS	%COMP	TD
1 = THIESMAN	314			
2 = WASHINGTON	1			

ENTER NUMBER THEN

SELECT OFFENSIVE PLAY

1 = SWEEP TOP	A = SHORT PASS
2 = OFF TACKLE TOP	B = LONG PASS
3 = SWEEP BOTTOM	C = FLAT PASS
4 = OFF TACKLE BOTTOM	
5 = QB SNEAK	
6 = QB FALL ON BALL	
7 = FIELD GOAL	
8 = PUNT	

ENTER PLAY NUMBER THEN PRESS (CR)

SELECT DEFENSE

LINERACKER BLITZ		
1 = TOP OLB KAUFMAN	RR=3 PR=2	
2 = TOP ILB/MLB OLKEWICZ	RR=3 PR=3	
3 = BOTTOM ILB		
4 = BOTTOM OLB MILOT	RR=4 PR=3	
RUN KEYS		
5 = BACK 1 BULAICH	OR MITLAND	
6 = BACK 2 NOWATZKE	OR HAVRILAK	
SHORT YRD DEF	PASS PREVENT DEF	
7 = 6 MAN LINE	8 = 5TH DB NELMS	
DOUBLE COVER		
A = TE	MACKAY	OR MITCHELL
B = SE	HINTON	OR ORR
C = FL1	JEFFERSON	OR PERKINS
D = FL2	PERKINS	

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SUPER SUNDAY

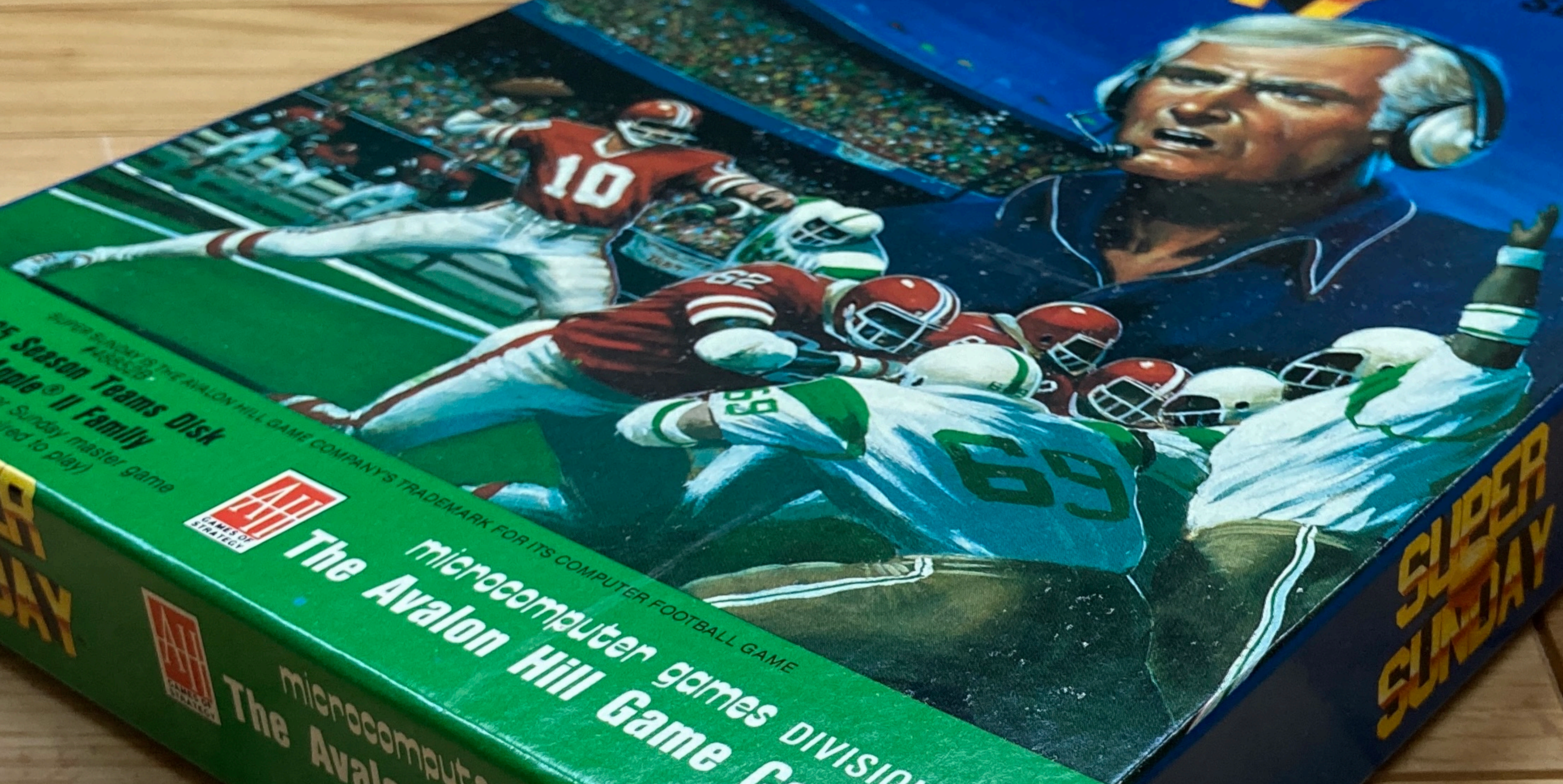


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SUPER SUNDAY

1985 SEASON



1985 Season Teams Disk
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SUPER SUNDAY



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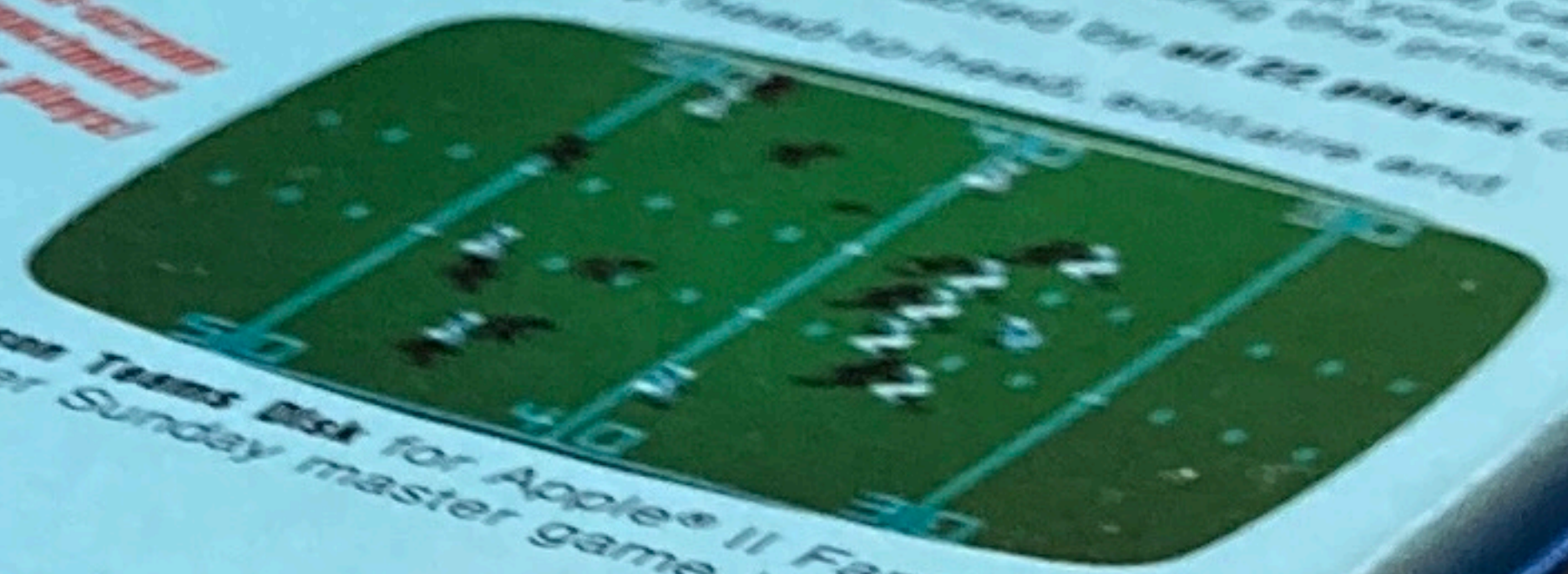
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1985 SEASON
Teams Disk
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SUPER SUNDAY



The Greatest Super Bowl Team of All Time!
Includes 20 Teams AND 100 TO FIND OUT!
AND 100 TO FIND OUT!



Contains 1985 Season Teams Disk for Apple II Family.
(Ownership of Super Sunday master game is required to play.)

All the statistics for 20 Super Bowl Teams!

TABLE 1: TEAM RANKINGS

TEAM	ATT	YDS	TD	INT
1. BALTIMORE	274	3,400	20	10
2. NEW YORK	274	3,400	20	10

TABLE 2: INDIVIDUAL PLAYERS

PLAYER	POS	YDS	TD	INT
1. JIMMY TRIMBLE	QB	3,400	20	10
2. JIMMY TRIMBLE	QB	3,400	20	10



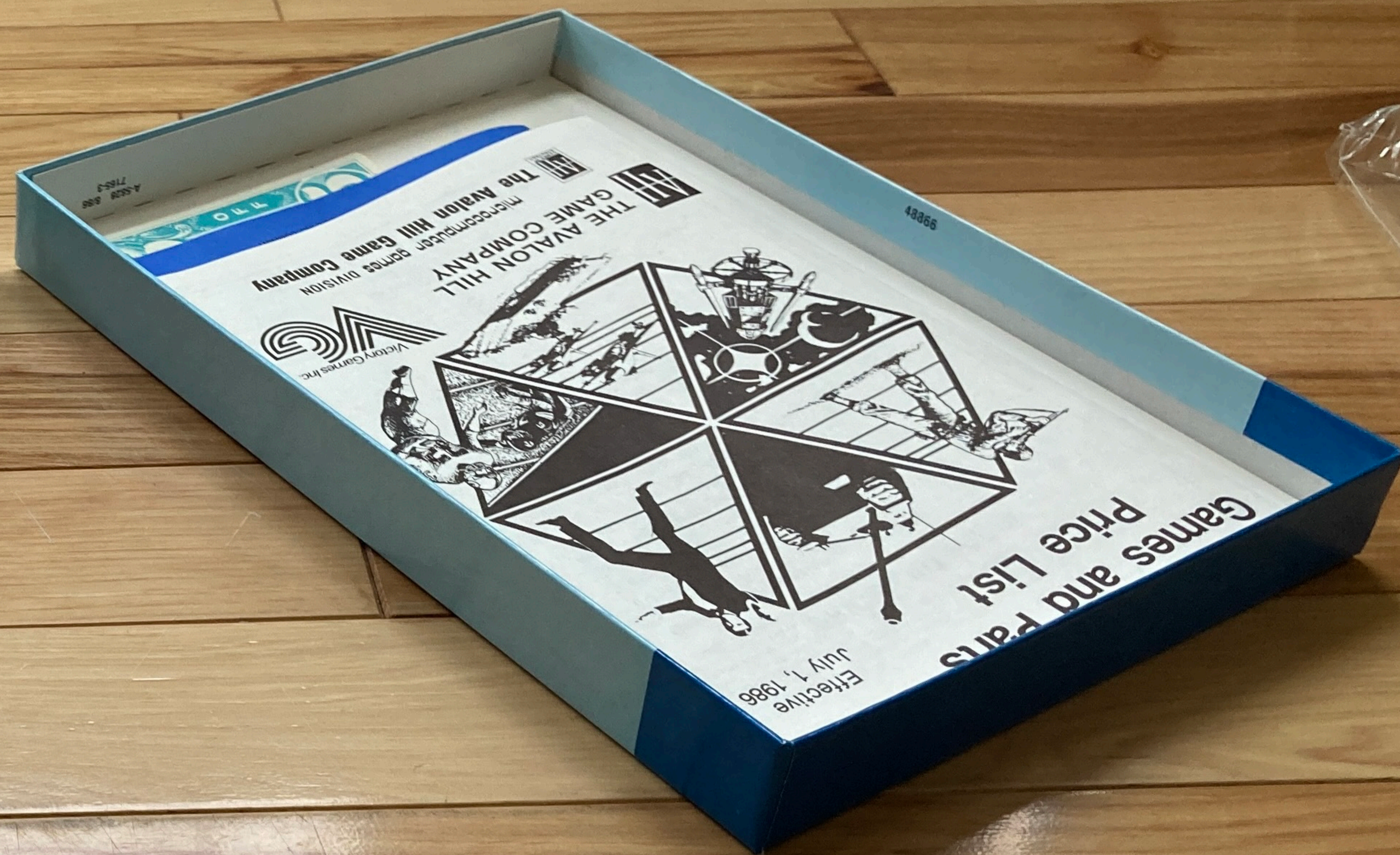
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Super Sunday

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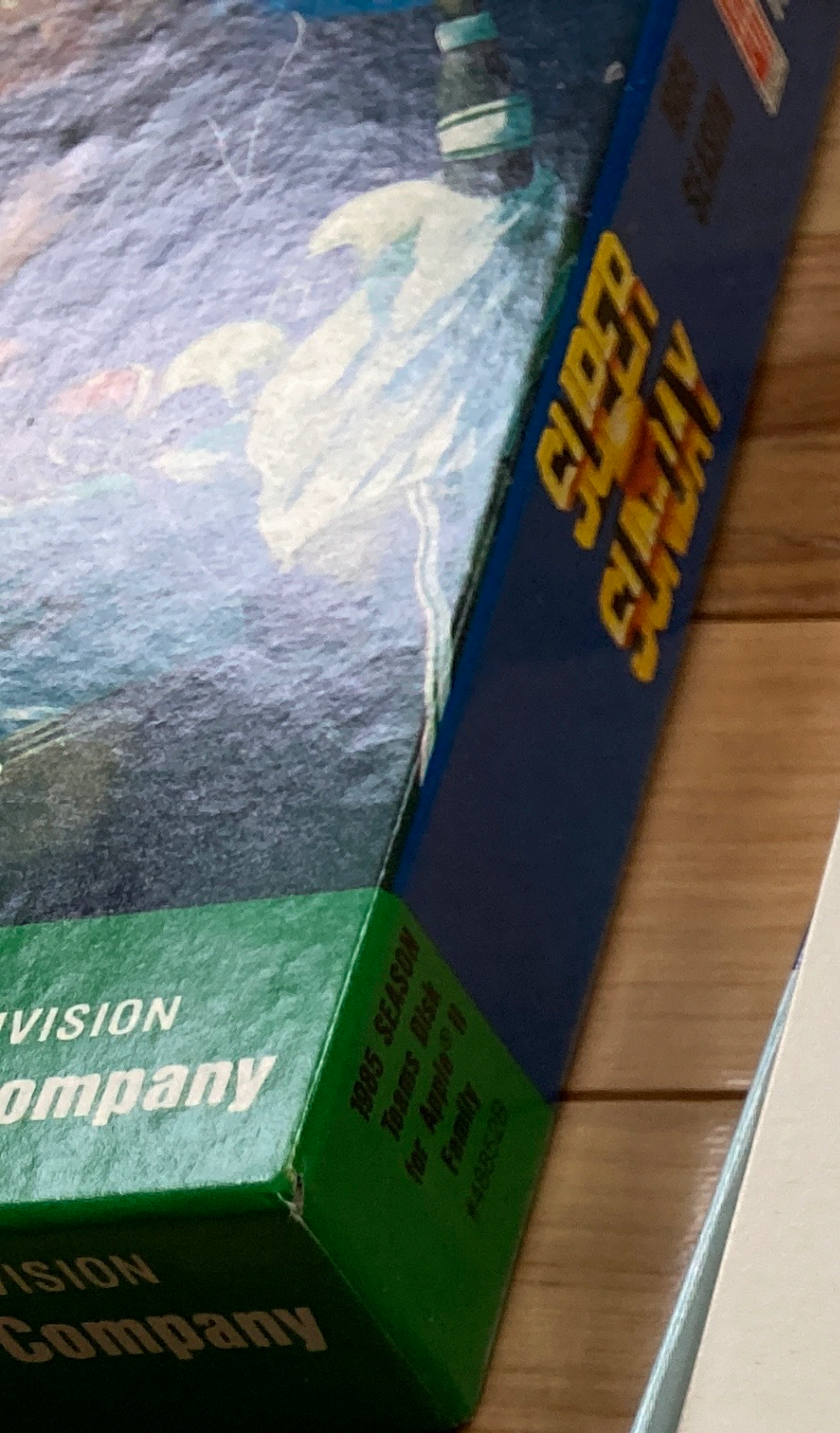
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1985 SEASON

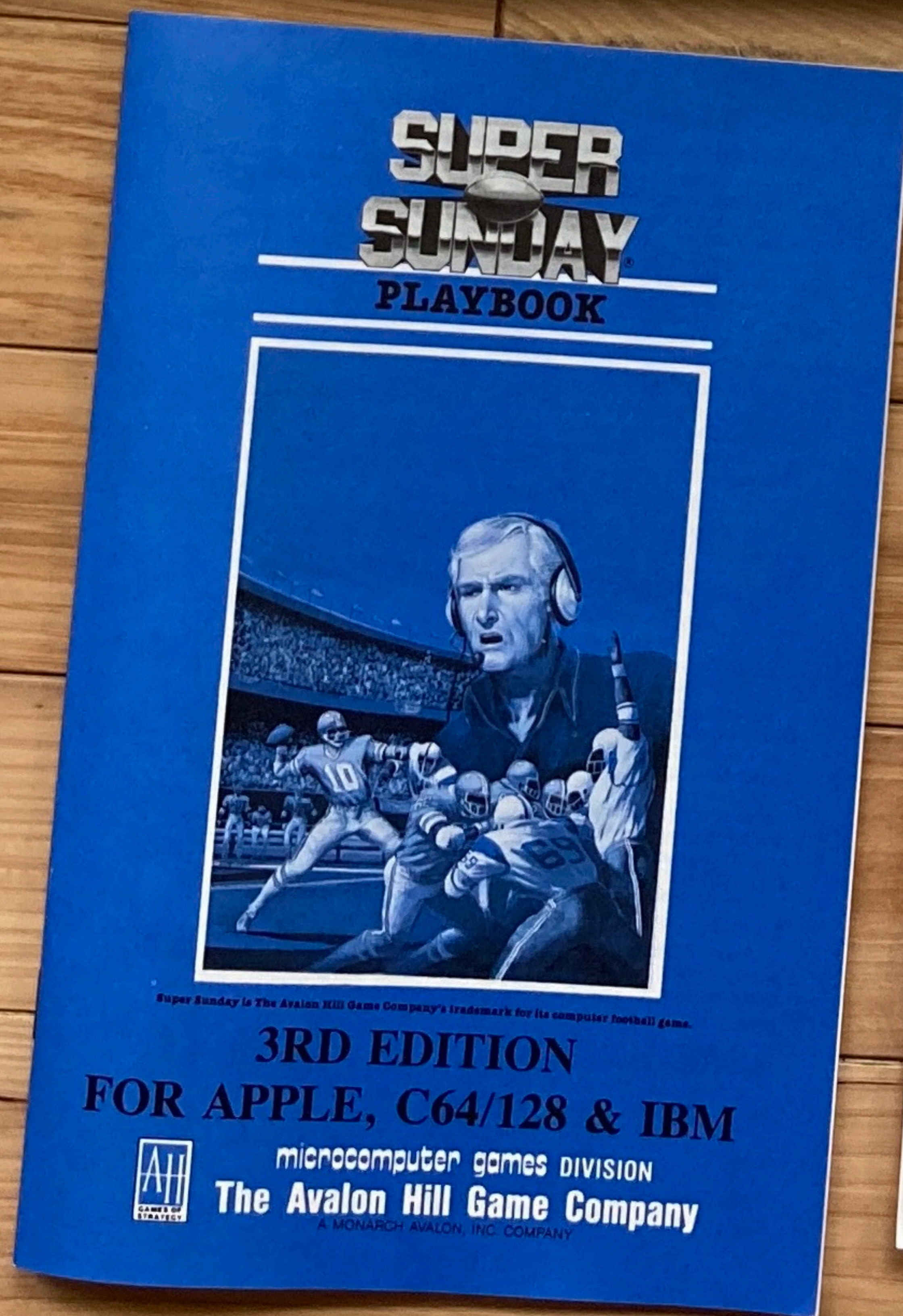
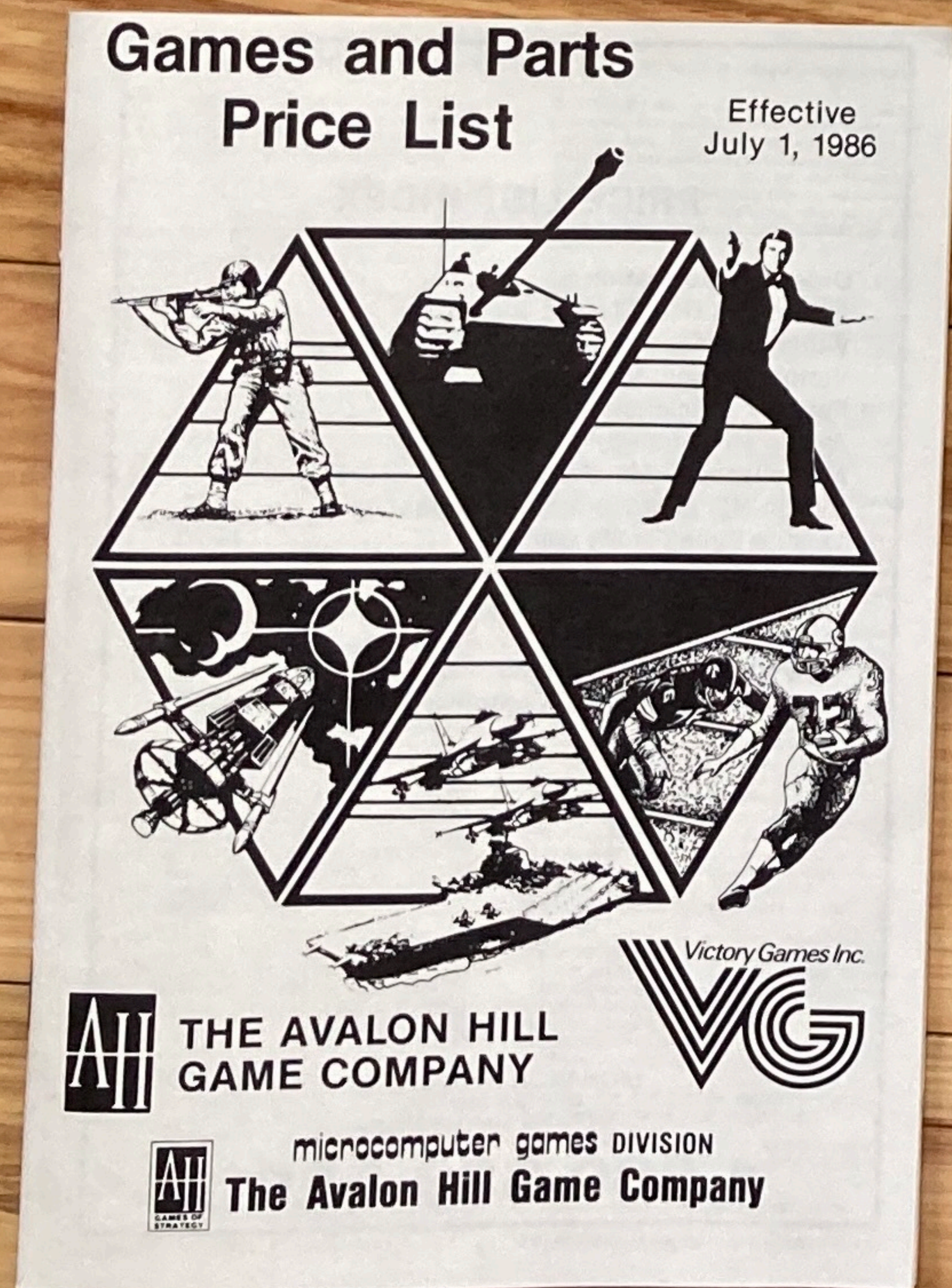
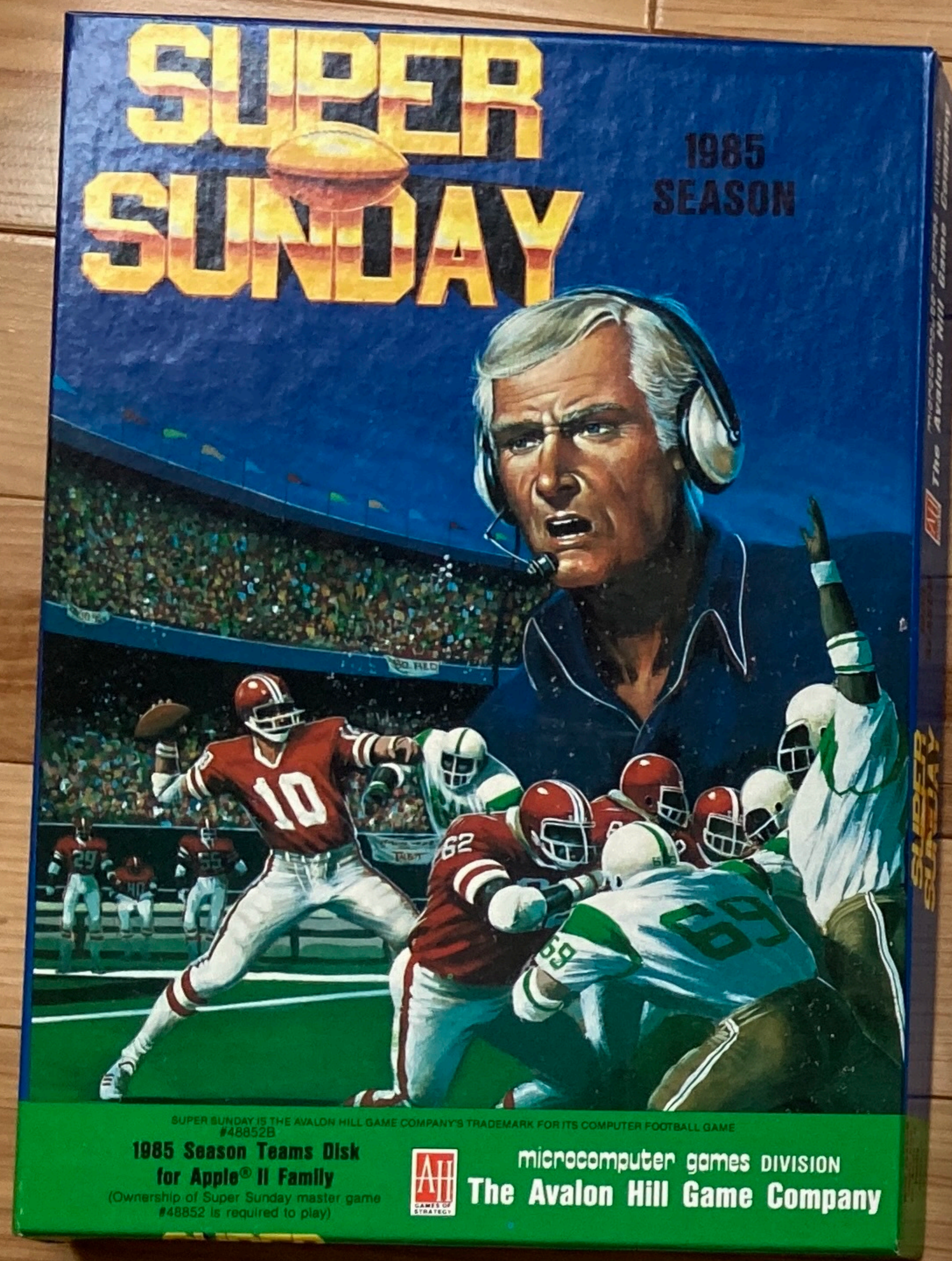
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In turn you'll be doing yourself a favor... you might pick up a new opponent in your neighborhood (if you wish, fill in their name and address, yourself, and send it in.)
If you would like a colorful brochure describing the wonderful world of games, by The Avalon Hill Game Company, enclose this card in an envelope with \$1.00 for each catalog ordered.

NAME OF BRIGHT FRIEND _____
STREET ADDRESS _____
CITY _____ STATE _____ ZIP _____
(Type or print)

I'm sending you this REG CARD from your game. In return I automatically get on your mailing list, which means I'll get new product info before the general public does.

Dear Avalon Hill,

- Game is:
 - ☐ Too Simple
 - ☐ Just Right
 - ☐ Too Complicated
- I enjoyed playing this game
 - ☐ A
 - ☐ B
 - ☐ C
 - ☐ D
 - ☐ E
- I heard about the game through: (check all that apply)
 - ☐ Magazine Ad
 - ☐ Newspaper Ad
 - ☐ Friend
 - ☐ Store
 - ☐ Literature
 - ☐ Other
- Point of purchase of this game: (check one only)
 - ☐ Direct from Avalon Hill
 - ☐ Mail Order other than AH
 - ☐ Computer Store
 - ☐ Other
- Please list which computer systems you own:
 - ☐ K of memory
 - ☐ Printer
 - ☐ Disk Drive
 - ☐ Modem
 - ☐ Other
- I would like to see more computer games: (check all that apply)
 - ☐ Historical-Naval
 - ☐ Historical-Air
 - ☐ Historical-Land
 - ☐ Fantasy
 - ☐ Science Fiction
 - ☐ Other
- My favorite magazines are:
 - ☐ Arcade
 - ☐ Sports
 - ☐ Other
- Any comments? _____

Name _____
Street Address _____
City _____
State _____
Zip _____
Occupation _____
Age _____

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NAME OF BRIGHT FRIEND _____

(type or print)

STREET ADDRESS _____

CITY _____

STATE _____

ZIP _____

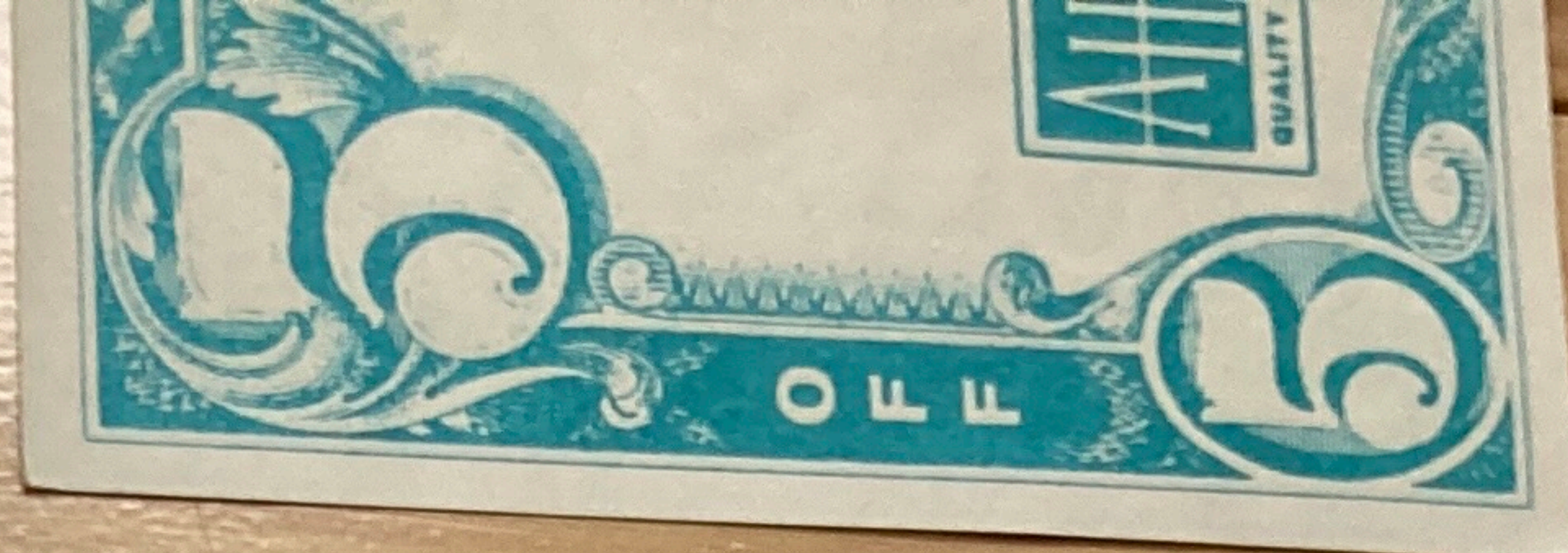
I'm sending you this REG CARD from your _____ game. In return I automatically get on your mailing list, which means I'll get new product info before the general public does.

Dear Avalon Hill,

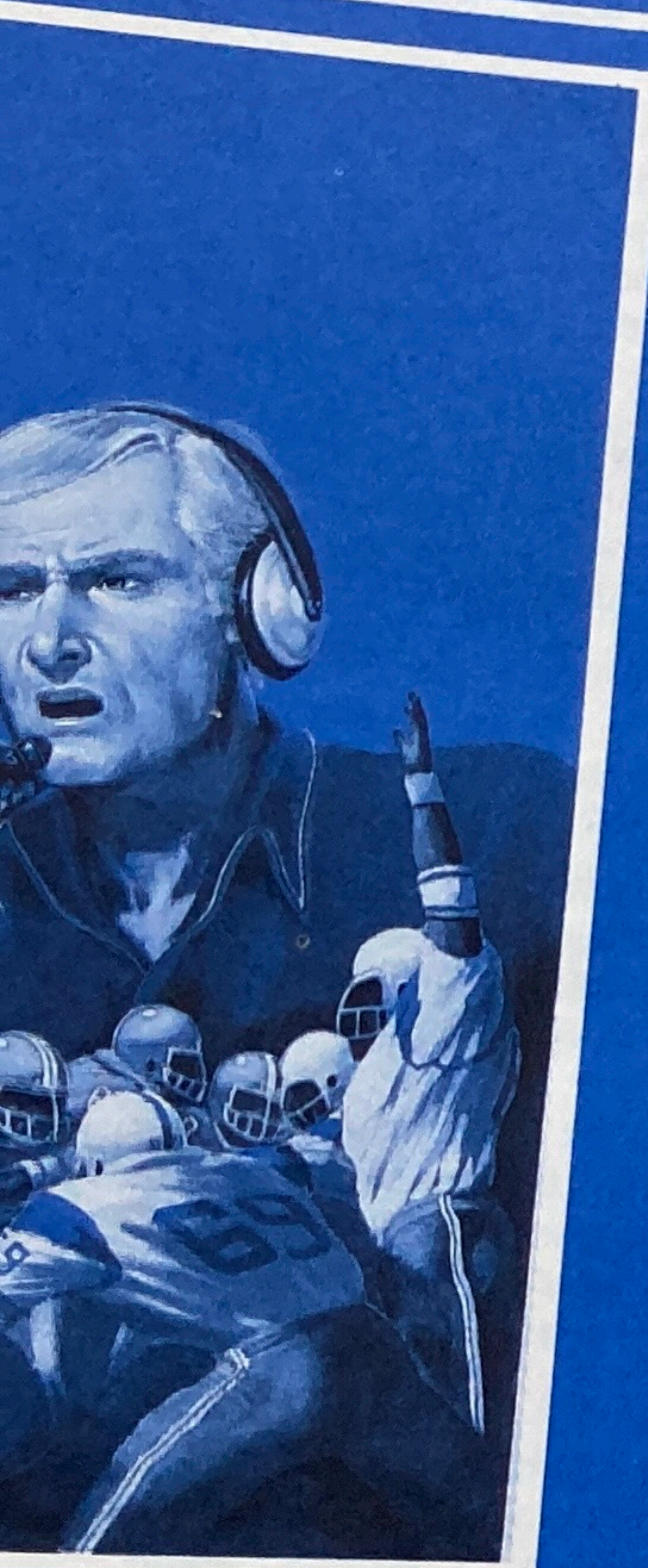
1. Game is:
☐ Too Simple ☐ Just Right ☐ Too Complicated
 2. I enjoyed playing this game
☐ A ☐ B ☐ C ☐ D ☐ E
 3. I heard about the game through: (check all that apply)
☐ Avalon Hill Literature ☐ Magazine Ad ☐ Newspaper Ad
☐ A Friend ☐ Store:
☐ Gift ☐ Other: _____
 4. Point of purchase of this game: (check one only)
☐ Direct from Avalon Hill ☐ Computer Store
☐ Mail Order other than AH ☐ Other: _____
 5. Please list which computer systems you own: _____
 6. My computer has the following: (check all that apply)
☐ K of memory ☐ Printer ☐ Disk Drive ☐ Modem
☐ Other: _____
 7. I would like to see more computer games: (check all that apply)
☐ Historical-Land ☐ Historical-Air ☐ Historical-Naval ☐ Fantasy ☐ Science Fiction ☐ Sports ☐ Other: _____
 8. My favorite magazines are:

 9. Any comments?

- Name _____
Street Address _____
City _____
State _____
Zip _____
Occupation _____
Age _____



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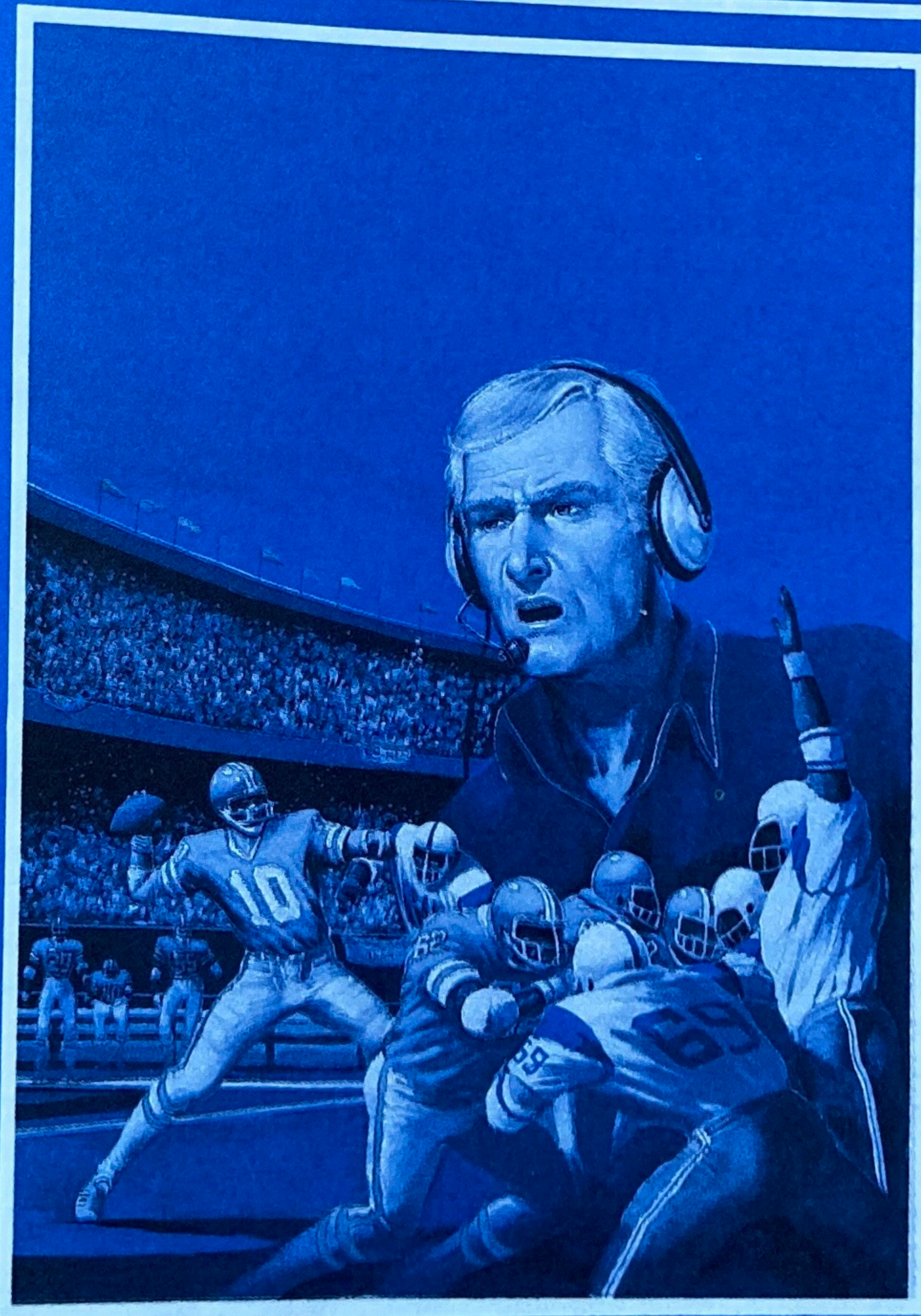


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SUPER SUNDAY[®]

PLAYBOOK



Super Sunday is The Avalon Hill Game Company's trademark for its computer football game.

3RD EDITION

FOR APPLE, C64/128 & IBM



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yards and 11 first downs, more than the Packers 164 and 9. Both Starr and Dawson had completed all their passes.

Packer receiver Willie Wood blew the game open in the third quarter. Intercepting a third down pass, he ran 50 yards before being tackled on the Kansas City five-yard line. One play later, Elijah Pitts went over the top and it was Green Bay 21, Kansas City 10. The Packers scored with a 13-yard bullet to Max McGee in the third quarter, and once more in the fourth on a one-yard run by Pitts to win the first Super Bowl 35-10. It would not be their last.

Super Bowl II: Lombardi's Swan Song

Green Bay (NFL) 33; Oakland (AFL) 14

The first half was a rugged struggle, with Oakland's offense stalling from the first. The Packers did a little better: when a Raider punt went out of bounds at Green Bay's 3-yard line, Starr marched the team to Oakland's 11 before being forced to kick a field goal.

Then, a Starr pass to Boyd Dowler caught the secondary off-guard. Faking a move to the sidelines, Dowler raced down the center of the field and a 62-yard touchdown. A Raider touch-down (a 23-yard pass to Miller) was matched by Oakland's defense stopping a Packer drive which ended in a missed field goal attempt from the 47-yard line. But an Oakland receiver fumbled a punt reception led to a Packer recovery and a third field goal from the 43. At half-time, the Packers led 16-7.

The rest of the game was dominated by the Packers, with a Starr scoring drive beginning on the 18, an Adderley interception and 60-yard touchdown run, and Chandler's third field goal. Oakland ran seven plays during the third quarter, and managed a touchdown during the fourth quarter to end Green Bay's second straight Super Bowl victory. A month later, Lombardi announced his retirement from football.

Super Bowl III: Namath's Guarantee

New York (AFL) 16; Baltimore (NFL) 7

Given the law of averages and an eternity of games, it was inevitable that the AFL would win their first Super Bowl. But few would have expected it to be done in the style of Joe Namath and the New York Jets.

First, they had an 11-3 record, winning the AFL title by defeating the Oakland Raiders 27-23 in a come-from-behind game in which Namath threw three touchdown passes. The oddsmakers obligingly made the Baltimore Colts 18-point favorites, and with good reason: Baltimore came to the game with a 13-1 record, and had blanked Cleveland 34-0 to win the title.

Then came Namath's speech while receiving an award in Miami. "The Jets will win Sunday. I guarantee it," he said.

The first quarter ended scoreless, with both sides not doing well offensively. The Jets couldn't move past their 40 until late in the quarter, and a Baltimore drive ended in a missed field goal from the Jets 27.

Recovering a fumbled pass completion saw the Colts on the 12-yard line at the start of the 2nd quarter. Earl Morrall passed to Tom Mitchell in the end zone, but middle line-back Al Atkinson deflected the ball into Randy Beverly's arms. Then it was Namath's turn. Starting on his 20-yard line, he masterminded a 12-play drive ending in Matt Snell scoring the touchdown on a four-yard run. The half ended with the underdog Jets leading 7-0.

In the second half, Ralph Baker recovered a Baltimore fumble on their 33. This drive ended with a field goal making it 10-0. On their next series, Namath drove the team to the Colts' 23-yard line before injuring his thumb. While Namath rested, Jim Turner kicked his second field goal.

When the fourth quarter began, Johnny Unitas replaced Morrall as quarterback. But it was the Jets who scored again: a Turner field goal set up by a 39-yard pass to George Sauer. Unitas was able to score with an eight-yard touchdown run by Jerry Hill near the

end of the game, but it was too late. With the 16-7 upset, the AFL had achieved parity with the NFL.

Super Bowl IV: Dawson's Revenge

Kansas City (AFL) 23; Minnesota (NFL) 7

It was to be the last Super Bowl between rival leagues. Next year, the NFL would remain, and the conflict would take place between the National and American Football Conferences.

After the Vikings failed to score on their first drive, Len Dawson took Kansas City down to the Minnesota 41 before stalling. Jan Stenerud kicked a record 48-yard field goal and they took a 3-0 lead. Another Kansas City drive reached the 25-yard line before Stenerud booted another field goal. It was the middle of the third quarter before another field goal stretched the lead to 9-0. Then, Remi Prudhomme recovered a Viking fumble on their 19-yard line, and the Chiefs scored five minutes before the half ended.

With Minnesota's first possession in the second half, their offense sparked. Kapp threw three successful consecutive passes, then followed that with a Dave Osborn run into the end zone. The Vikings were on the board 16-7.

The next score was by the Chiefs. On the Viking 46, Dawson threw a short pass to Taylor, and the receiver took it the rest of the way that gave the Chiefs a 23-7 winning lead.

Super Bowl V: The Error Bowl

Baltimore (AFC) 16; Dallas (NFC) 13

The opening salvos of the game were blanks as neither Dallas or Baltimore could move the ball. A Johnny Unitas pass was intercepted, but Dallas went nowhere and they had to punt. Again, Baltimore failed to move, and their punter fumbled the kick on the nine-yard line and Dallas recovered. Quarterback Craig Morton tried a touchdown pass, but it sailed high over the receiver's head, and they had to settle for a field goal.

In the second quarter, another possible Dallas touchdown was lost when Morton threw from the Baltimore 7 to the wrong man. With a 15-yard Intentional Grounding penalty, they couldn't get closer and had to kick a second field goal.

Baltimore tied the score on a blooper play of its own. A Unitas pass bounced off several players into the arms of John Mackey, who ran for a 75-yard touchdown. The point-after attempt failed.

But Dallas came back, sacking Unitas and causing a fumble which Jethro Pugh recovered on the 28. A 7-yard touchdown pass to Duane Thomas gave them a 13-6 lead. On the next series, disaster struck as Unitas was hurt. On their next drive, substitute Earl Morrall made it to the Dallas 2-yard line before a pass was intercepted by Chuck Howley.

The ball problems continued. In the third quarter, Jim Duncan fumbled the kickoff return and Dallas recovered. They made it to the 2 before fumbling. Baltimore recovered on the 1, but failed to score. In the fourth quarter, a Morrall pass was intercepted in the end zone by Howley, and another offense by the Colts ended with a fumble in the Dallas end zone.

Baltimore persevered. Intercepting a Craig Morton pass, Rick Volk made it to the three. On the next play, Morrall sent Tom Nowatzke over for the tying touchdown.

It was apparent that anything could happen, including the possibility that the game could go into overtime. With more than a minute left, Morton passed from his 27. Mike Curtis intercepted it and ran to the 28. Two plays took it to the 25, and with five seconds left, Jim O'Brien kicked a 32-yard field goal that won the game, 16-13.

Super Bowl VI: Winning The Big One

Dallas (NFC) 24; Miami (AFC) 3

Having five consecutive winning seasons was not enough for the critics who said that Dallas could not win when it counted. Even when they had to win five straight the previous

Parts List

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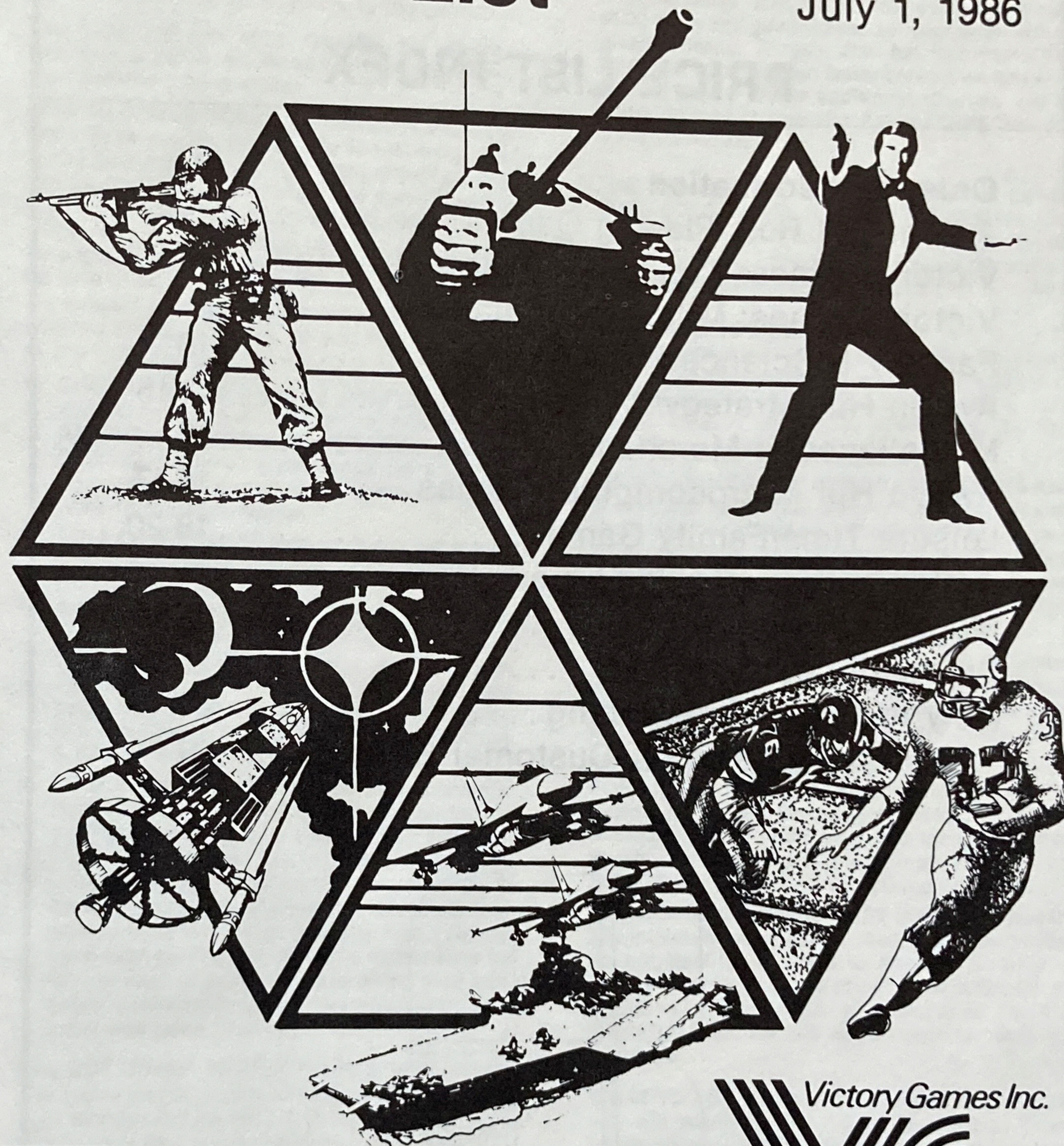
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it didn't deliver until December of '85. We put in
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test time on that—which, we understand,
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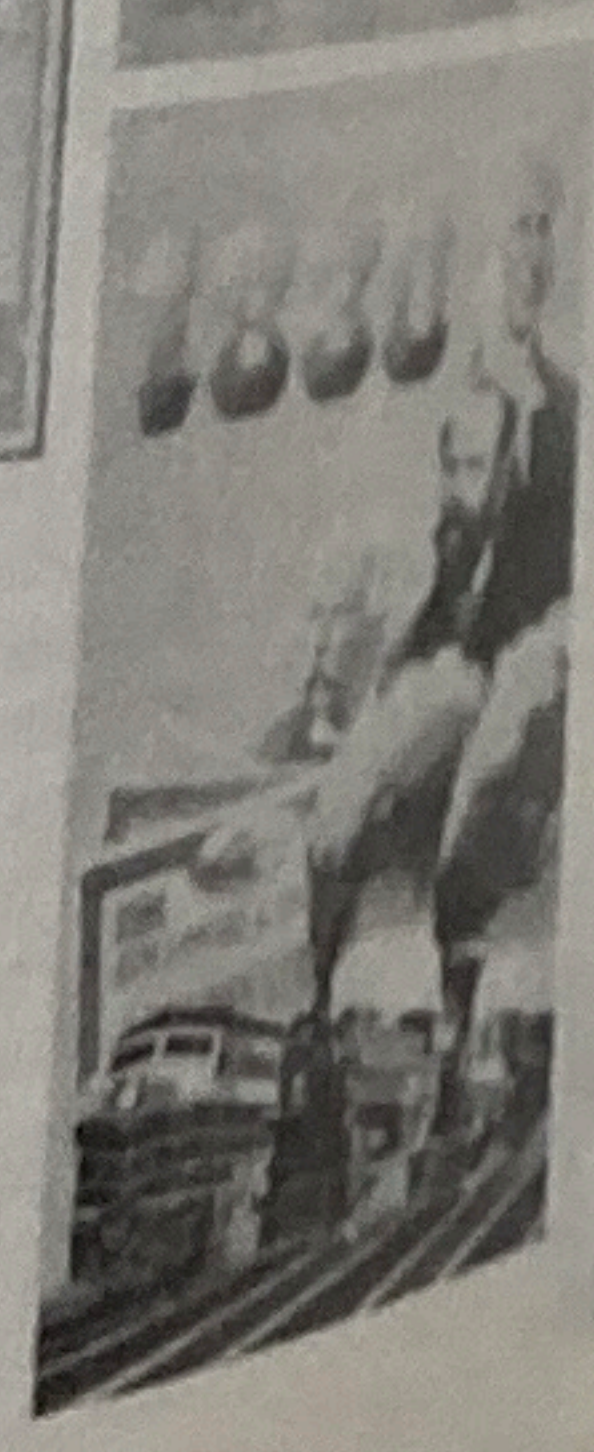
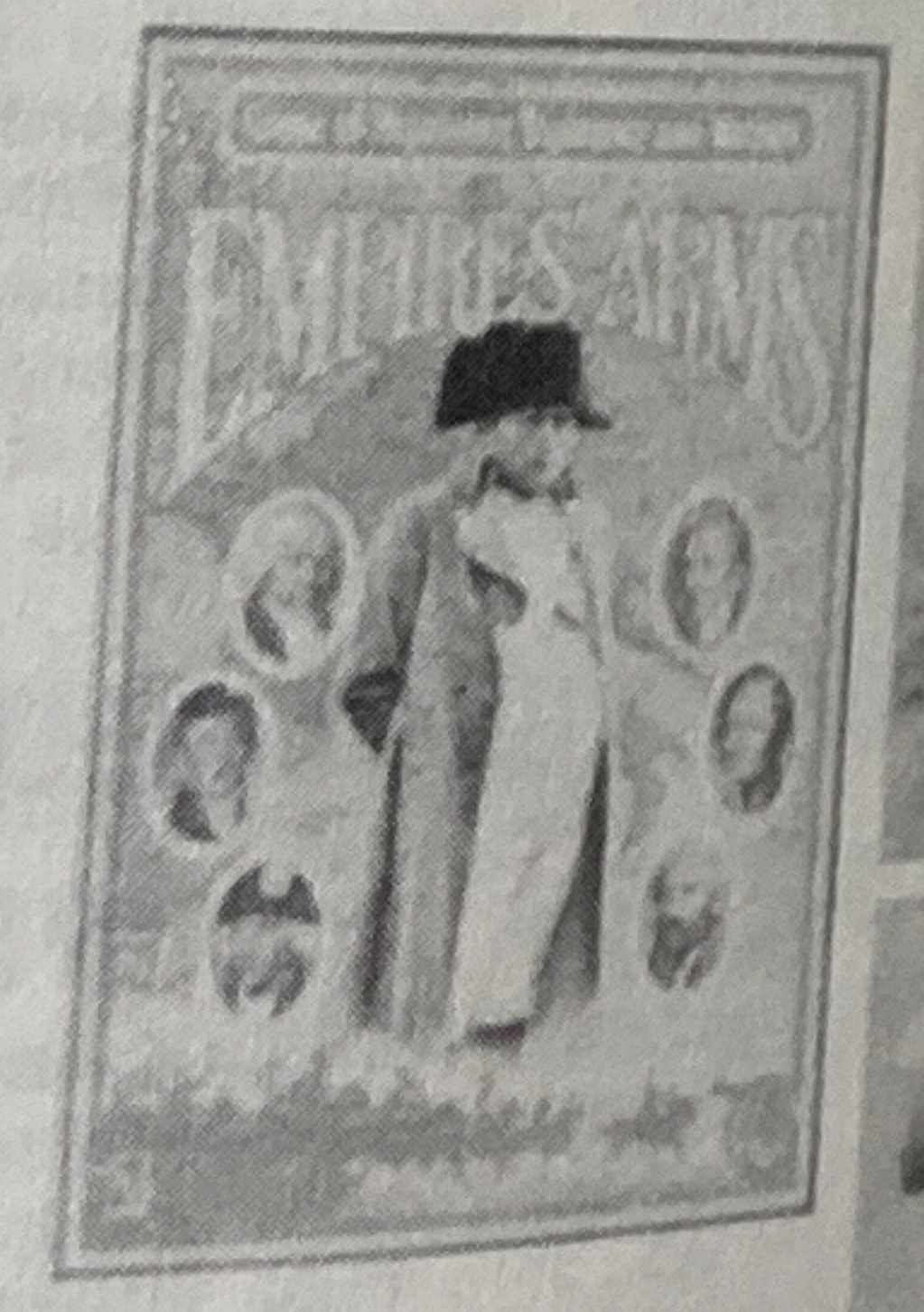
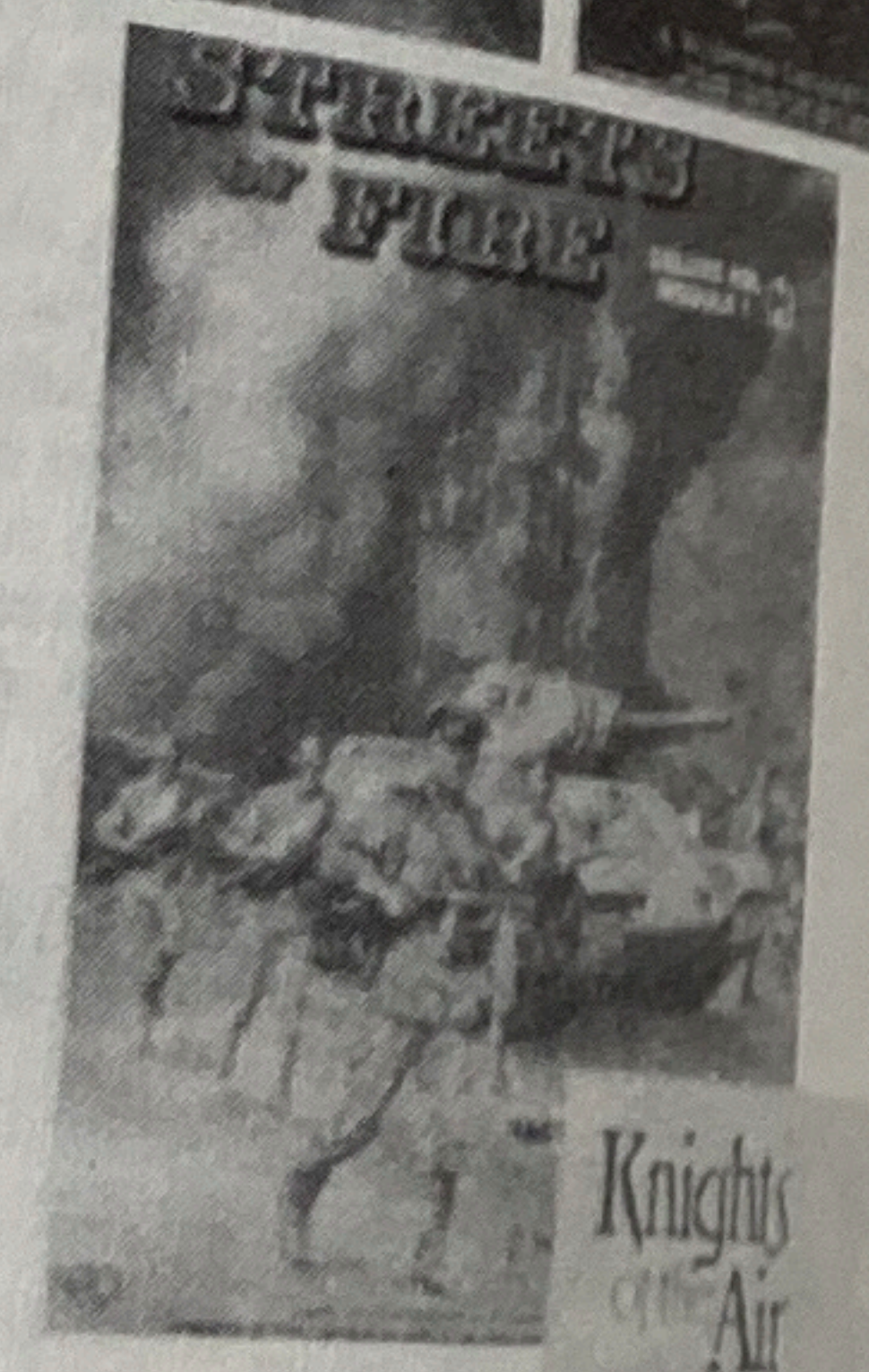
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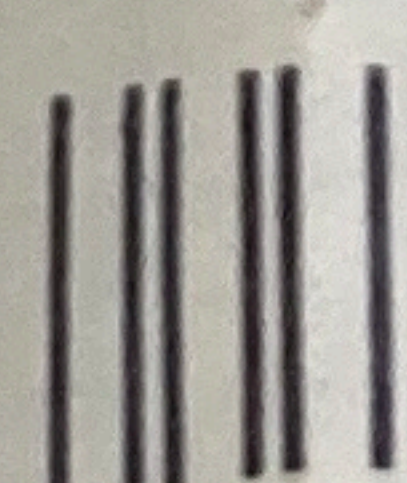
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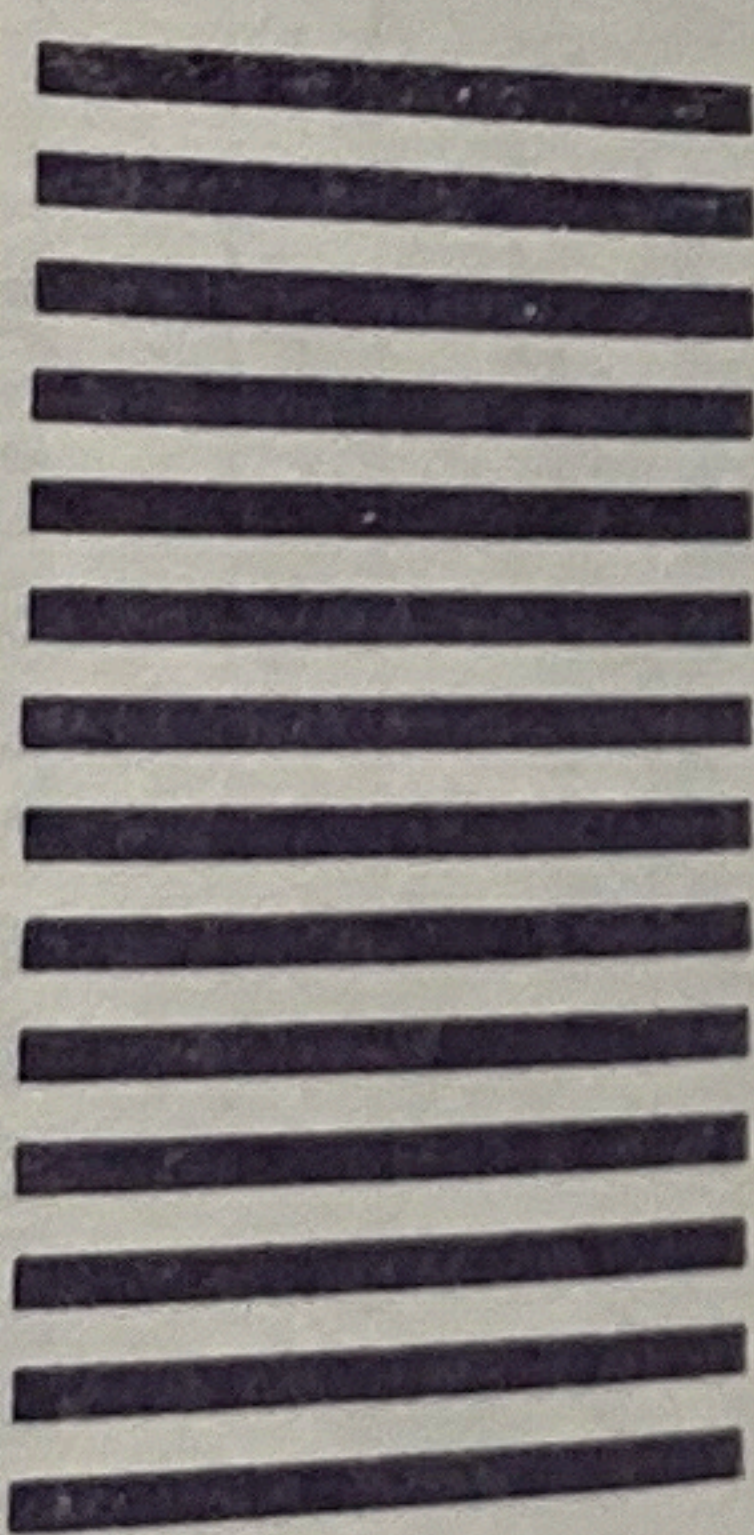
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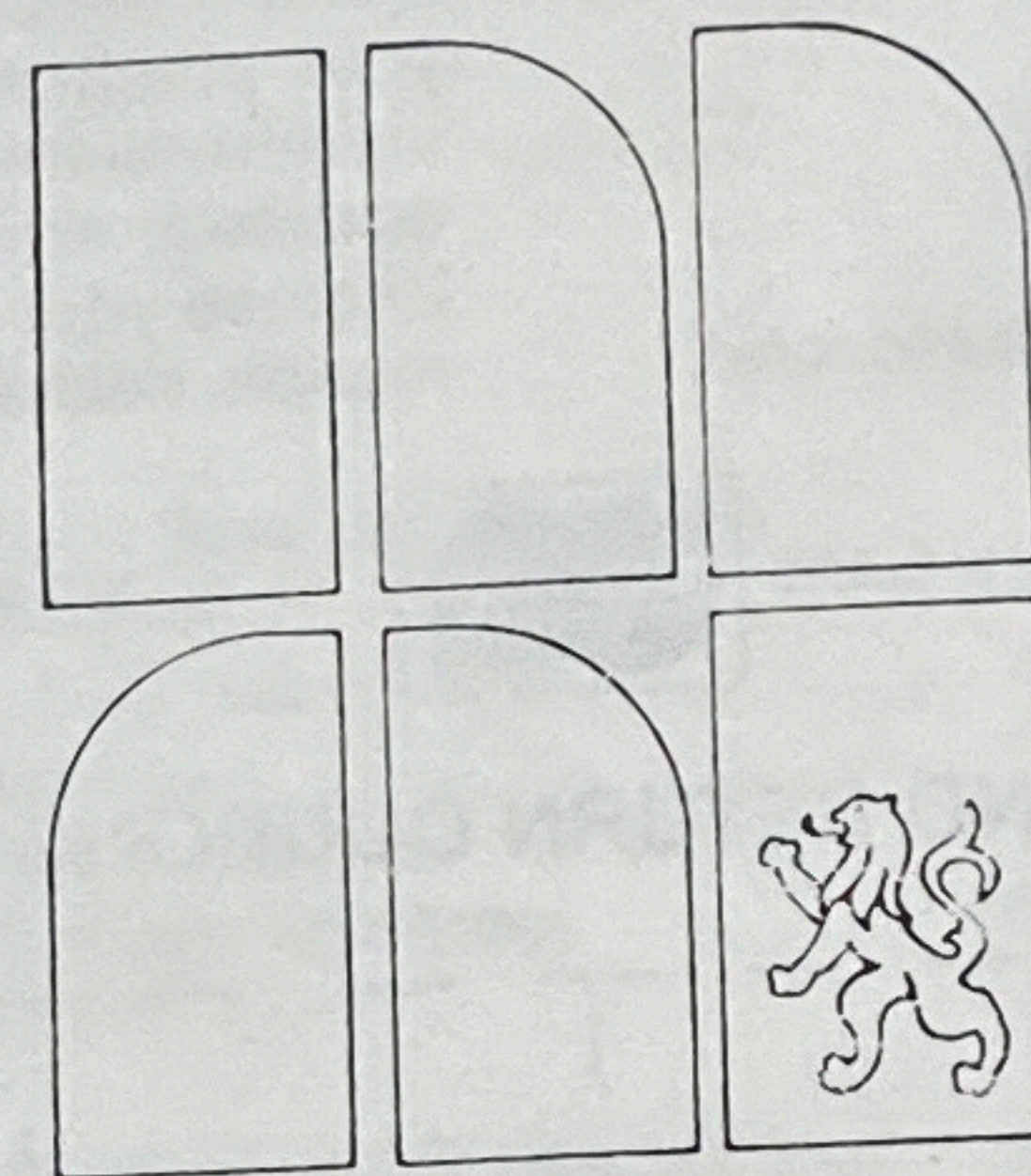
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